** LESSON PLAN **

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| **SCHOOL** | De Weijerwereld |
| **THEMATIC AREA**  | ENERGY |
| **TEACHER** | Teachers oldest pupils 11-12 years old |
| **SUBJECT**  | Crafts: How to make an electro-game |
|  **AGE GROUP**(approximately) | 10-12 years |
| **TIME REQUIRED** | 2x 1 hour |
| **PLACE** | CLASSROOM |
| **LESSON OBJECTIVES** |  |
| **REGULAR LESSONS YOU CAN USE** | * technics
* Biology
* Nature knowledge
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| **CLASS ORGANISATION** | * Pupils work individually
* Pupils work in pairs
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| **MATERIALS** | * Electricity wires
* Pictures
* Sturdy cardboard
* Split pens
* Bateries
* Littlelight
* Elastic
* Glue
* Pliers to strip the wires
* Small paperclips.
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| **ICT TOOLS** |  |
| **PROCEDURE** | (what happens, what we do step by step)* We search for images with corresponding answers / pictures, for example Pictures from music starts and the corresponding name, football player and the club logo.
* The pictures are stuck on the English cardboard and underneath these plates the split pins are attached.
* At the rear, the wires (which have been stripped a bit, because only the copper transmits electrical power) of the matching plates are connected to each other via the split pins
* Then we test with a battery and a light whether the power wires are well connected.
* If they are properly connected, the light will come on
* At the end of the wires we can attach a paperclip

The whole is glued to the thick cardboard and the battery is attached to the top.  |
| **EVALUATION** |  |
| **ATTACHEMENTS** | [https://youtu.be/bmGmJhutcyw (6](https://youtu.be/bmGmJhutcyw%20%286) minutes, without words!!!) |